Minecraft Region Checker

Jul 08, 2019

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A Small Tool for rescue and maintenance your Minecraft Worlds, insperated by Fenixin/Minecraft-Region-Fixer, optimized for commandline usage, and integration into a Backup and Recovery Process. Using twoolie/NBT a Python Parser/Writer for the NBT file format, for reading and fixing the World Data Files.

For more informations take a look to the Documentation.

CHAPTER

ONE

FEATURES

- Scanning Region Files, for to many Entities, corrupted or wrong located Chunks. (*repairing planed*)
- Saving the Report as `YAML`, for later usage.
- Different commandline output formats.
  - `YAML`, for Script usage.
  - `COMMANDLINE`, as Human readable commandline Report.
- Configurable over Command Line Parameters (using click), or Config File (using anyconfig)(*planed*).

CHAPTER

TWO

SUPPORTED SYSTEMS

For executing you need Python 3.5 or later, or you use the Preconfigured Docker Container from DockerHub. Tested with a Minecraft *1.13.2* World.

2.1 Using as Python CLI

This Tool are published at pypi.org, and be install with pip. It is recommendet to use a virtualenv to avoid any Dependency correlations.

```
pip install mcworldmanager
```

2.2 Using as Container

The Container is based on python:3.7-alpine, and automatical build on DockerHub.

```
docker run -it \
  --user=${UID}:$(id -g $(whoami)) \
  -w /tmp/worlds \
  -v /tmp/worlds:/tmp/worlds \
  nolte/minecraft-world-manager:latest -v worlds /tmp/worlds
```

CHAPTER

THREE

GETTING STARTED

3.1 Usage

3.1.1 mcworldmanager

Console script for mcworldmanager.

```
mcworldmanager [OPTIONS] COMMAND [ARGS]...
```

Options

-v, --verbose
Print debug information

-o, --output_format <output_format>
Define the STDout Output format

Options YAML|COMMANDLINE

-r, --report_path <report_path>
Path for the Report in Yaml Format

--debug-file <debug_file>
File to be used as a stream for DEBUG logging

region

Analyse a single minecraft region file like r.-1.-2.mca

```
mcworldmanager region [OPTIONS] REGION_FILE_PATH
```

Arguments

REGION_FILE_PATH
Required argument

server

Analyse a all Worlds in a Server Directories

```
mcworldmanager server [OPTIONS] SERVER_DIRECTORY
```

Arguments

SERVER_DIRECTORY
Required argument

version

Display the current version.

```
mcworldmanager version [OPTIONS]
```

worlds

Analyse a List of World Directories

```
mcworldmanager worlds [OPTIONS] [WORLDS_DIRECTORIES]...
```

Arguments

WORLDS_DIRECTORIES
Optional argument(s)

3.2 Container Usage

For easy and quickly usage you can use the Dockerfile from Dockerhub.

```
docker pull nolte/minecraft-world-manager:v0.2.0.dev
```

For wrapping the tool, and checkout to your local FS it is required that you define some additional *Container Run Parameters*.

Listing 1: execute world check

```
docker run -it \
  --user=${UID}:$(id -g $(whoami)) \
  -w /tmp/worlds \
  -v /tmp/worlds:/tmp/worlds \
  nolte/minecraft-world-manager:v0.2.0.dev -v worlds /tmp/worlds
```

3.2.1 Container Run Parameters

`--user ${UID}:$(id -g $(whoami))` The Container User will mapped to your user and group from the Host System, see User.

`-w /tmp/worlds` The Container Workingdir.

`-v /tmp/worlds:/tmp/worlds` Some Folder mounted to your Host System, used as scanning base folder.

`[mcworldmanager command]` Using the *mcworldmanager* commandline parameters.

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FOUR

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